

Lego Island 3 – Reward System

1) Description

During Lego Island 3 the player is rewarded for completing challenges, quests and sub games. Success in any of these events presents Pepper the reward of a Lego Brick, Trading Card or L.A.F.T.A. These rewards all have a further purpose as described below.

The Lego Bricks are collected and grouped together to build animals called Brickimals (See Brickimals section below).

Trading Cards are collected for a complete pack, containing all of the islanders and more.

L.A.F.T.A's are awarded to Pepper allowing him to proceed through the main game.

2) Bricks and their locations

The Lego Brick awards are distributed through out the game, they act much like Mario's coins or Sonic's rings. Distributed around the island these bricks are placed mostly in hard to reach places often needing the use of a special ability to reach.

More rare varieties of Lego bricks are distributed through the completion of sub quests, forming part of the reward system along with the trading cards.

Lego bricks are also placed in subgames allowing them to be collected during play. The locations of the bricks are placed out the levels so that the player must play each game through a number of times before being able to collect them all.

The Bricks themselves are rated on how common they feature in the building of the Brickimals (See Brickimals below), the less common they are the more difficult to find and collect.

3) Brickimals

Each of the Lego brick animals (Brickimals) are built from ten Lego bricks. At the start of the game Pepper is given a blue print showing the outlines of the thirty available Brickimals.

As Pepper collects Lego bricks throughout the game, they are transferred into a pool, from which they can be used to build any of the active Brickimals.

Each of the thirty Brickimals starts off inactive, displaying just a faint outline of the final shape on the blue print. To activate them Pepper must locate a special 'heart brick' (one for each). These 'heart bricks' are placed around the island in hidden or hard to reach locations and are easily noticeable from their strong particle glow. Once collected they transfer over to the blue print making the image glow with life, enabling the construction to start.

Once a Brickimal is activated with a 'heart brick' Pepper can then transfer Lego bricks over from the pool to build it, each needing ten bricks to complete.

When a Brickimal is complete, it comes to life off the blue print, rewarding Pepper with a short animation. Pepper's task after building a complete Brickimal is to place it on to a special podium (See Podiums below).

There are thirty Brickimals to be built throughout the whole game. Building them all requires Pepper to retrieve every available brick on the island and in the subgames. This can be considered a game in itself, although it does need the player to complete the whole of Lego Island 3 to be capable of finishing the task.

A Special Golden Phoenix Brickimal becomes available to build once all of the original thirty have been finished and placed on their podiums. To build this final Brickimal Pepper must gain gold (or platinum) place on each of the sub games, completing each gives Pepper one of the five needed bricks.

Brickimal Brick Count:

270 Bricks distributed around Lego Island, sub quests and subgames.

30 Unique 'Heart Bricks' placed in difficult to reach areas of Lego Island, sub quest and subgames.

5 Special Bricks (Including 'Heart Brick') rewarded for gold (or Platinum) award in subgames.

4) Podiums

After Pepper has completed one or more Brickimals, he can then search the island for the mysterious podiums. Each podium is labelled with the name and short description of its desired Brickimal. Placing a Brickimal on the podium (Done using the action button) displays a beautiful animation of the Brickimal as it comes to life. Once a Brickimal has been placed on the podium it will stay there for the remainder of the game.

5) Trading Cards

The trading cards are based on the island characters. Each card bares an image of the character and has a brief description of who they are. Pepper receives. The trading cards given will be

Pepper receives a trading card every time he completes a sub quest the card awarded features the character, which the quest was based on. This reward system works as an incentive for the player to speak to all of the islands characters, attempting to complete any tasks they hold for him.

The trading cards are based on the Lego Island characters, each featuring an image of the person and a shot description about them. Pepper is awarded these character trading cards when he completes a sub quest. This works as a great incentive for the player to talk to all of the islanders, as the cards can only be collected by their respective character.

Example:

Pepper completes Diversion Dilemma, this sub quest featured the character Nick Brick. So Pepper is rewarded with the Nick Brick trading card.

6) L.A.F.T.A's

The L.A.F.T.A system works to track and reward Peppers skill throughout the game. To access Lego Island 3's subgames Pepper must have earned a number of L.A.F.T.A's (See Table Below)

Sub Game	Number of L.A.F.T.A's to open	Possible number of L.A.F.T.A's Bracket numbers (#) are sub quest L.A.F.T.A's
Car Chase	0	2
Stunt Bike	1	4 (5 Skate Race 2)
Jet Ski	3	6 (8 Towering Column)
Plane Chase	6	8 (11 Flying Chair)
Parachute	9	10 (13)
Brickster's Tower	12	10 (14 Birds Nest)

During the game Pepper can find hidden L.A.F.T.A's in some of the available sub quests, these are listed as follows:

Sub Quest's Containing L.A.F.T.A's
Skate Race 2
Flying Chair
Birds Nest
Towering Column